

```

NNN      NNN      EEEEEEEEEEEEEEE  TTTTTTTTTTTTTTT  AAAAAAAAAAA  CCCCCCCCCCCC  PPPPPPPPPPPP
NNN      NNN      EEEEEEEEEEEEEEE  TTTTTTTTTTTTTTT  AAAAAAAAAAA  CCCCCCCCCCCC  PPPPPPPPPPPP
NNN      NNN      EEEEEEEEEEEEEEE  TTTTTTTTTTTTTTT  AAAAAAAAAAA  CCCCCCCCCCCC  PPPPPPPPPPPP
NNN      NNN      EEE              TTT              AAA              AAA  CCC              PPP      PPP
NNN      NNN      EEE              TTT              AAA              AAA  CCC              PPP      PPP
NNN      NNN      EEE              TTT              AAA              AAA  CCC              PPP      PPP
NNNNNNN  NNN      EEE              TTT              AAA              AAA  CCC              PPP      PPP
NNNNNNN  NNN      EEE              TTT              AAA              AAA  CCC              PPP      PPP
NNNNNNN  NNN      EEE              TTT              AAA              AAA  CCC              PPP      PPP
NNN      NNN      EEEEEEEEEEEEEEE  TTT              AAA              AAA  CCC              PPPPPPPPPPPP
NNN      NNN      EEEEEEEEEEEEEEE  TTT              AAA              AAA  CCC              PPPPPPPPPPPP
NNN      NNN      EEEEEEEEEEEEEEE  TTT              AAA              AAA  CCC              PPPPPPPPPPPP
NNN      NNN      EEE              TTT              AAA              AAA  CCC              PPP      PPP
NNN      NNNNNNN  EEE              TTT              AAAAAAAAAAAAAAAAA  CCC              PPP
NNN      NNNNNNN  EEE              TTT              AAAAAAAAAAAAAAAAA  CCC              PPP
NNN      NNNNNNN  EEE              TTT              AAAAAAAAAAAAAAAAA  CCC              PPP
NNN      NNN      EEE              TTT              AAA              AAA  CCC              PPP
NNN      NNN      EEE              TTT              AAA              AAA  CCC              PPP
NNN      NNN      EEE              TTT              AAA              AAA  CCC              PPP
NNN      NNN      EEE              TTT              AAA              AAA  CCC              PPP
NNN      NNN      EEEEEEEEEEEEEEE  TTT              AAA              AAA  CCCCCCCCCCCC  PPP
NNN      NNN      EEEEEEEEEEEEEEE  TTT              AAA              AAA  CCCCCCCCCCCC  PPP
NNN      NNN      EEEEEEEEEEEEEEE  TTT              AAA              AAA  CCCCCCCCCCCC  PPP

```

XX		XX	WW	WW	BBBBBBBB	DDDDDDDD	EEEEEEEEEE	FFFFFFFFFF	
XX		XX	WW	WW	BBBBBBBB	DDDDDDDD	EEEEEEEEEE	FFFFFFFFFF	
XX		XX	WW	WW	BB	BB	DD	DD	EE
XX		XX	WW	WW	BB	BB	DD	DD	EE
	XX	XX	WW	WW	BB	BB	DD	DD	EE
	XX	XX	WW	WW	BB	BB	DD	DD	EE
		XX	WW	WW	BBBBBBBB	DD	DD	EEEEEEEE	FFFFFFFF
		XX	WW	WW	BBBBBBBB	DD	DD	EEEEEEEE	FFFFFFFF
	XX	XX	WW	WW	BB	BB	DD	DD	EE
	XX	XX	WW	WW	BB	BB	DD	DD	EE
XX		XX	WWW	WWW	BB	BB	DD	DD	EE
XX		XX	WWW	WWW	BB	BB	DD	DD	EE
XX		XX	WW	WW	BBBBBBBB	DDDDDDDD	EEEEEEEEEE	FF
XX		XX	WW	WW	BBBBBBBB	DDDDDDDD	EEEEEEEEEE	FF

```

SSSSSSSS DDDDDDDD LL
SSSSSSSS DDDDDDDD LL
SS        DD        LL
SS        DD        LL
SS        DD        LL
SS        DD        LL
SS        DD        LL
SSSSSS    DD        LL
SSSSSS    DD        LL
          SS        LL
          SS        LL
          SS        LL
          SS        LL
SSSSSSSS DDDDDDDD LLLLLLLLLL
SSSSSSSS DDDDDDDD LLLLLLLLLL

```

MODULE \$xwbdef

(Version: 'V04-000'

XWBDEF.SDL - Logical-link nonpaged control structures

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(* *****

(* AUTHOR: Alan D. Eldridge 1-April-1982
(*

(* MODIFIED BY:
(*

(* V03-006 RNG0006 Rod Gamache 11-Jun-1984
(* Add XWB\$V_STS_NDC node counter access bit to XWB.
(*

(* V03-005 ADE0001 A.Eldridge 21-Oct-1982
(* Significant LSB redefinition. Removed DLE stuff from XWB.
(*
(*


```
{
LOGICAL-LINK SUBCHANNEL BLOCK (LSB)
```

```
The block is used to control the activity on a logical link
subchannel. There are two subchannels: the DATA subchannel and the
INTERRUPT/LINK SERVICE subchannel.
```

```
{
AGGREGATE lsb STRUCTURE PREFIX lsb$ : { Link Subchannel Block
```

```
{ KEEP LONGWORDS, WORDS, AND BYTES ALIGNED ON THEIR APPROPRIATE BOUNDARIES
```

```
{
{ Transmitter control variables
```

```
lux      WORD;      { Last segment # assigned to a segment
lnx      WORD;      { Last segment # xmitted
hxs      WORD;      { Highest segment # sendable
har      WORD;      { Highest ACK # received
haa      WORD;      { Highest ACK # acceptable
x_reg    BYTE;      { Flow control credits from remote receiver
x_adj    BYTE;      { Packet window adjustment counter
x_pktwnd BYTE;      { Size of the transmit-packet-window
x_cxbact BYTE;      { Number of active transmit CXB's
x_cxbquo BYTE;      { Max total CXB's allowed
x_cxbcnt BYTE;      { Total CXB's both active on on the free queue
x_pnd    ADDRESS TAG L; { Listhead for xmt IRP's containing data
x_irp    ADDRESS TAG L; { Listhead for xmt IRP's with data moved to CXBs
x_cxb    ADDRESS TAG L; { Transmit CXB (message segments) listhead
```

```
{
{ Receiver control variables
```

```
r_irp    ADDRESS TAG L; { Receive IRP listhead
r_cxb    ADDRESS TAG L; { Received CXB (message segments) listhead
hnr      WORD;      { Highest numbered msg received and accepted
hax      WORD;      { Highest ACK xmitted
r_cxbcnt BYTE;      { Number of CXB's in LSB list (unACK'ed)
r_cxbquo BYTE;      { Max rcv CXB's which can be buffered by NSP
           before some are passed to the Session Layer
spare    BYTE;      { Spare, used for alignment
```

```
{
{ Miscellaneous
```

```
sts      STRUCTURE TAG b; { Status bits
```

```
li      BITFIELD MASK;      { Set for LS/INT subchannel
spare   BITFIELD LENGTH 4;  { skip over to coincide with NSP bits
bom     BITFIELD MASK;      { Next seg to send has NSP$V_DATA_BOM set
eom     BITFIELD MASK;      { Next seg to send has NSP$V_DATA_EOM set

END sts;
cross   ADDRESS TAG L;      { Pointer to "cross-channel" LSB

#lsb_lng = .;               { Length for use by XWB definition
END [sb;
```

```
{
{ NETWORK WINDOW BLOCK (XWB) - Network version of a WCB
```

```
{ This control block serves as the Network Window Control Block, as such
{ its header section must look like a WCB. The remainder of the
{ structure is Network specific. There is one XWB per logical link.
{
```

```
AGGREGATE xwb STRUCTURE PREFIX xwb$ ;
```

```
{
{ The header portion of the block tracks the WCB format
{
```

```
{
{ wflf ADDRESS TAG L; { Window list forward link
{ wlbl ADDRESS TAG L; { Window list backward link
{ size WORD; { Bytes allocated for structure
{ type BYTE; { Contains code identifying structure type
{ access BYTE; { IOS_ACCESS control flags (see WCB definition)
{ refcnt WORD; { Count of accessors of the window
{ sts STRUCTURE TAG w; { Contains the miscellaneous status flags.
{ (DECnet specific)
{ sts_tid BITFIELD MASK; { Set if XWBSW_TIM_ID is currently in use
{ sts_tli BITFIELD MASK; { Set if XWBSW_TIM_ID used by LI subchannel
{ sts_sol BITFIELD MASK; { Set if the XWB fork block is in use
{ sts_dis BITFIELD MASK; { Set if synchronous disconnect is pending
{ awaiting RUN state run-down
{ sts_con BITFIELD MASK; { Set until XWB enters the RUN state
{ sts_tmo BITFIELD MASK; { Link timed out
{ sts_rbp BITFIELD MASK; { Set if receiver is back-pressured off
{ sts_ovf BITFIELD MASK; { Set if local rcvr is in "overflow" state
{
{ sts_dtnak BITFIELD MASK; { Set if next DATA ACK should be a NAK
{ sts_linak BITFIELD MASK; { Set if next LS/INT ACK should be a NAK
{ sts_astpnd BITFIELD MASK; { Special Kernel AST pending
{ sts_astreq BITFIELD MASK; { Special Kernel AST requested
{
{ sts_ndc BITFIELD MASK; { Set if NODE COUNTER BLOCK is accessed
{
{ END sts;
{
```

```
orgucb ADDRESS TAG L; { Original UCB address
```

```
{
{ The remainder of the block is DECnet specific.
{
```

```
{
{ fork QUADWORD; { Fork queue linkage
{ flg STRUCTURE TAG w; { Flags to control message xmission.
{
{ Because an FFS instruction is used on the following to determine
{ what to do next, the order of the bit definitions is critical.
{
{ flg_break BITFIELD MASK; { Break the link
```



```

flg_wbuf    BITFIELD MASK; { Wait for buffer availability
flg_siack   BITFIELD MASK; { Send INT/LS ACK
flg_sdack   BITFIELD MASK; { Send DATA ACK
flg_sli     BITFIELD MASK; { Send INT/LS message
{
{   The next 2 bits are wait conditions on the DATA subchannel
flg_whgl    BITFIELD MASK; { Wait for HXS to become less than LUX
flg_wbp     BITFIELD MASK; { Wait for backpressure to be relaxed
flg_sdt     BITFIELD MASK; { Send a DATA message
flg_scd     BITFIELD MASK; { Send Connect or Disconnect
flg_clo     BITFIELD MASK; { Close the link and deallocate the XWB
flg_wdat    BITFIELD MASK; { Waiting for transmit CXB usage to go
                        { below quota
{
{   The next 4 flags are used for controlling when and how the next
{   Link Service subchannel message is to be built. They do not by
{   themselves indicate that the message is to be transmitted.
{
{   Since they are scanned via a FFS instruction, they must be defined
{   in order of their priority.
flg_tbpr    BITFIELD MASK; { Toggle back-pressure at remote end
flg_iavl    BITFIELD MASK; { Build Interrupt message
flg_siifl   BITFIELD MASK; { Build INT flow ctl msg
flg_sdfl    BITFIELD MASK; { Build DATA flow ctl msg
END flg;
sta         BYTE;          { Logical link states
CONSTANT    (sta_clo,      { Closed state
              sta_cis,      { Connect Initiate Sending
              sta_car,      { Connect Ack Received
              sta_cir,      { Connect Initiate Received
              sta_ccs,      { Connect Confirm Sending
              sta_run,      { Run
              sta_dir,      { Disconnect Initiate Received
              sta_dis,      { Disconnect Initiate Sending
              numsta
            )
            EQUALS 0 INCREMENT 1 {
            TAG c;              { these constants start at "0". This
                                { value (8) allows a quadword per
                                { event in the state tables. Changing
                                { it may be difficult.
fipi        BYTE;          { Fork IPL level
fpc         ADDRESS TAG L;  { Fork process PC value
fr3         LONGWORD;       { Fork process R3 value
fr4         LONGWORD;       { Fork process R4 value
link        ADDRESS TAG L;  { Link for XWB list
vcb         ADDRESS TAG L;  { Ptr to Volume Control Block (actually RCB)
pid         LONGWORD;       { I.D. of process given connect
path        WORD;          { Path (circuit number) over which to xmit.
                                { Zero implies choose the circuit number
                                { dynamically. High byte is a sequence #
remnod      WORD;          { Network address of partner node
remlnk      WORD;          { Remote node's link address

```

```

loclnk      WORD:      { Local link address
locsiz      WORD:      { Maximum receive segment size
remsiz      WORD:      { Maximum transmit segment size
r_reason    WORD:      { Received disconnect reason
x_reason    WORD:      { Disconnect reason code to send to remote
tim_id      WORD:      { Identity of segment being timed
elapse      WORD:      { Seconds since the timer was last reset
tim_inact   WORD:      { Maximum inactivity interval, in seconds
delay       WORD:      { Estimated seconds between xmission and ACK
timer       WORD:      { Current timer value, in seconds
progress    WORD:      { Logical link confidence variable
retran      WORD:      { Maximum retransmissions before link is to
                        { be disconnected
dly_fact    WORD:      { Retransmission timer delay factor
dly_wght    WORD:      { Retransmission timer delay weight
pro         STRUCTURE TAG b; { Partner's protocol capabilities
    pro_nfc   BITFIELD MASK; { Partner's receiver uses "no-flow"
    pro_sfc   BITFIELD MASK; { Partner's receiver uses "segment flow"
    pro_ph2   BITFIELD MASK; { Partner is Phase II (no timer support)
    pro_cca   BITFIELD MASK; { Cross-channel ACKing allowed
    pro_nar   BITFIELD MASK; { Can send "no ack request" flag to partner
END pro;

#x = 16;
CONSTANT data
    data      EQUALS #x TAG c;
data         BYTE;
data         CHARACTER
    LENGTH #x;
x_flw        BYTE;
x_flwcnt     BYTE;
sp3          BYTE;
#x = 16;
CONSTANT rid
    rid      EQUALS #x TAG c;
rid         BYTE;
rid         CHARACTER
    LENGTH #x;
irp_acc      LONGWORD;
#ndc = 32;
CONSTANT ndc lng
    ndc      EQUALS #ndc TAG c;
ndc         BYTE TAG 2
    DIMENSION #ndc ;

{
{
{ The remainder of the structure is multiplexed depending upon the NSP
{ logical-link state, and depending upon whether the XWB is used for
{ logical-links or for Direct-line access.
{
comlng       UNION TAG c;    { XWBSC_COMLNG is the length of the common
run_blk     STRUCTURE;      { XWB area above.
                        { While in the RUN state

```



```

''' CHARACTER LENGTH ((.+3)&(-4))-.; { Force longword alignment
dt CHARACTER LENGTH #lsb_lng; { DATA subchannel LSB
''' CHARACTER LENGTH ((.+3)&(-4))-.; { Force longword alignment
li CHARACTER LENGTH #lsb_lng; { LS/INT subchannel LSB
dea_irp LONGWORD; { IOS_DEACCESS IRP
END run_blk;

con_blk STRUCTURE; { For all "connect" states the field usage
{ is as follows. Process names contain a
{ format field in the first byte, and have
{ the following formats:
{
{ 0 followed by 1 byte non-zero object #
{ 1 followed by 1 byte of zero (object #)
{ followed by a counted (max 16 bytes of
{ test) object name
{ 2 followed by 1 byte of zero (object #)
{ followed by 2 byte group code, 2 byte
{ user code, and a counted (max 12 bytes
{ of text object name
{

#y = 19; { Max size of process name field
CONSTANT (lprnam,rprnam) { Size of the following count and text
EQUALS #y+1 TAG c; { fields
lprnam BYTE; { Count field for local process name
lprnam CHARACTER LENGTH #y; { Local process name
rprnam BYTE; { Count field for remote process name
rprnam CHARACTER LENGTH #y; { Remote process name

#y = 63; { Max size of LOGIN compound string
CONSTANT login EQUALS #y+1 { Size of LOGIN compound strings + count
TAG c; { field
login BYTE; { Count of the following composite field
{ (mininum value is 3)
login CHARACTER LENGTH #y; { Three concatenated counted account strings
{ (min value 3 consecutive 0's)
icb ADDRESS TAG l; { Pointer to Internal Connect Block
ci_path WORD; { Path i.d. over which Connect Initiate
{ was received.
{ Length to this point

#y = .;
CONSTANT conlng EQUALS #y
TAG c;

END con_blk;
END comlng;

''' CHARACTER LENGTH ((.+7)&(-8))-.; { Force quadword alignment
free_cxb QUADWORD; { Listhead of free CXB's
END xwb;

```

END_MODULE \$xwbdef;

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